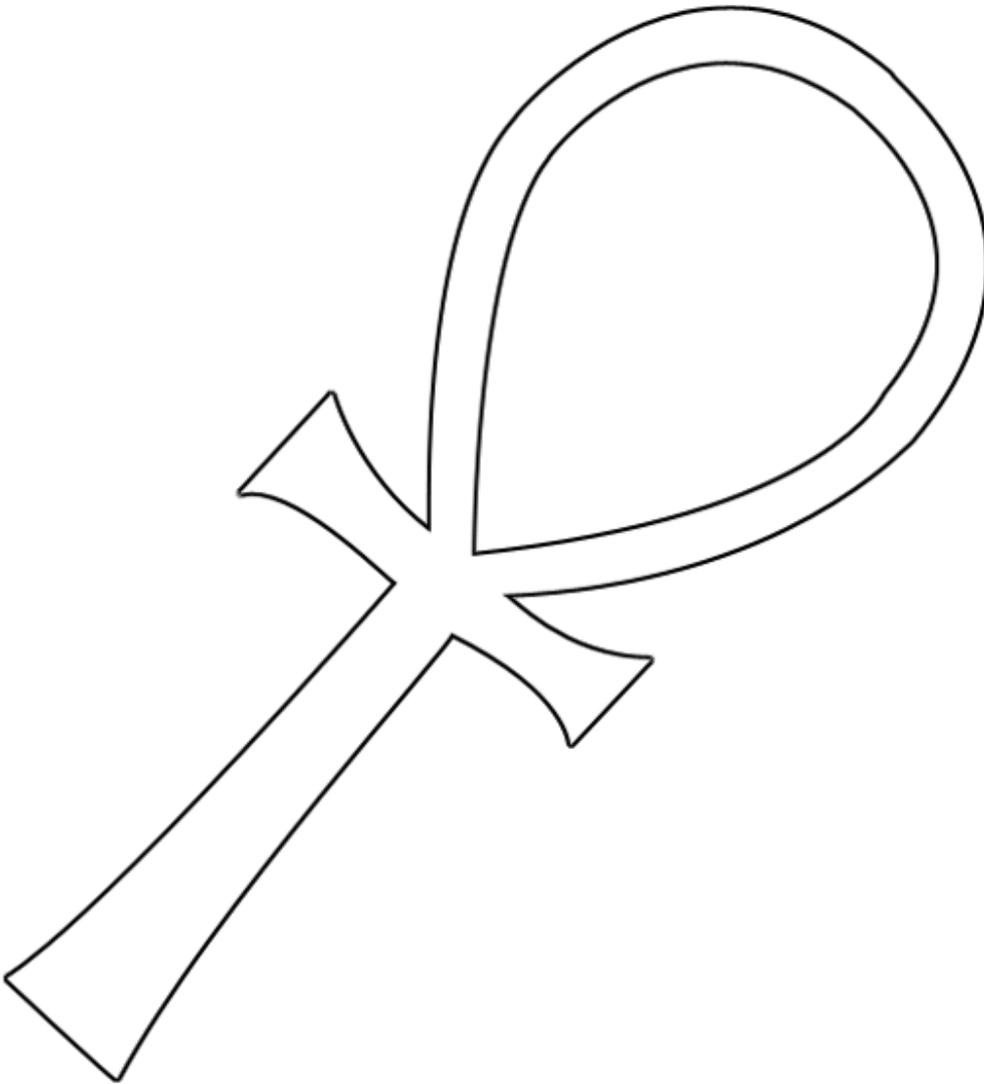


# Caitiff



## **Description:**

While Caitiff are Embraced normally by existing clans and bloodlines across the gamut of Kindred existence, they do not exhibit the tell-tale signs of their clan's curse. When other Kindred talk of the Caitiff, they tell tales of Nosferatu abandoned for weeks on end without ever developing any hideousness, painfully sane Malkavians, and young Ventrue able to feed from whomever they want. Unwilling to accept such a childe as one of their own, the clan abandon them. Or the childe senses in their Blood that they do not belong, despite their sire's protests. Caitiff are stereotypically young, thin-blooded (generally 8th or higher generation) and considered persona non grata. Staunch traditionalists are known to send the Scourge after them.

<b>Nicknames</b>	<b>Disciplines</b>	<b>Clan Bane</b>
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<ul style="list-style-type: none"> <li>• Trash</li> <li>• Unbound</li> </ul>	<p>Caitiff characters have access to three Disciplines of your choice following the Embrace. These are not considered in-clan for the purposes of Experience cost and the Caitiff can learn any Discipline at the same price assuming they taste the Blood of a wielder at least once and fulfil the standard conditions for that Discipline.</p>	<p>Untouched by the Antediluvians, the Caitiff share no common bane. Caitiff characters begin with the Suspect (•) Flaw and you may not purchase positive Status for them during character creation. The Storyteller may always impose a one or two dice penalty on Social tests against fellow Kindred who know they are Caitiff, regardless of their eventual Status. Further, to improve one of the Disciplines of a Caitiff costs six times the level purchased in experience points.</p>
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## Clan Affiliation: Anarchs

## Archetypes:

### Raised on the streets

This Caitiff is was brought up in the worst part of their city by parents who either did not care or were not able to protect them – if they had parents at all. It is likely they never had hope for a meaningful, prosperous life. For them, the Embrace was an escape, and their sire performed it out of respect for their perseverance against the odds.

### Abuse survivor

Caitiff habitually target abuse victims for the Embrace. The survivor caught the attention of their sire by attending a support group, appearing in the papers as the prosecuting victim in an aggravated assault case, or perhaps by writing a particularly striking blog post on the subject of their experiences. As the street kid, the survivor was “rewarded” with immortality and a chance to fight back against their abusers. Having been through terrible experiences already, they are judged to make a fine member of the clan-less.

### Helplessly overestimated

This Caitiff was Embraced by the clan-less for all the wrong reasons. Perhaps they threw off a cruel boss’ yoke once, or dumped an abusive partner, but this behaviour was an exception in their life. They were chosen for their perceived strength, and now they are hopelessly lost and overwhelmed by their existence as one of the Kindred.

### Secret caitiff

This Kindred awoke as a Caitiff, but they managed to hide it from their sire. They are now a full member of their ancestral clan, attending the rituals and obeying the traditions of their kin in return for the protection of their elders. They have no desire to go through eternity alone, and they will do whatever it takes to keep their secret hidden.

### Unwanted childe

The unwanted childe was Embraced into one of the clans, but cannot remember their sire and never bonded to the Blood. As the curse of their ancestors never manifested in their body, they avoided the bane of their clan. Without this marker, the Blood of their brothers and sisters rejects

them - and they, it.

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